

## NoSCA Playing Conditions - Appendix 2: Using the Rain Calculator

- 1) The Rain Calculator can be found on the NoSCA website ([www.nosca.net](http://www.nosca.net)) under the **FIXTURES & RESULTS** menu.
- 2) The Rain Calculator is **ONLY** relevant for those games which are abandoned **AFTER** 50% or more of the second innings overs have been bowled. In these cases, the result predicted by the calculator will be used for the purposes of deciding League, Cup and T20 matches.
- 3) An example of the calculator is shown below :-

The screenshot shows the NOSCA Rain Calculator interface. It features a central form with the following fields and callouts:

- 1<sup>st</sup> innings score**: Points to the 'TEAM A SCORED' field (187).
- 1<sup>st</sup> innings wickets**: Points to the 'FOR' field (8).
- 2<sup>nd</sup> innings score**: Points to the 'TEAM B SCORED' field (110).
- 2<sup>nd</sup> innings wickets**: Points to the 'FOR' field (6).
- 2<sup>nd</sup> innings overs bowled before match was abandoned**: Points to the 'OVERS FACED' field (32.1).
- Maximum number of overs available in the INNINGS (not the match)**: Points to the 'MAXIMUM' field (45).

Below the form is a 'CALCULATE' button and a result box showing: TEAM A WINS BY 26 RUNS, PREDICTED SCORE: 161 all out, TEAM A POINTS: 20, and TEAM B POINTS: 8 : for 161 runs [4] & 8 wkts [4]. The website www.cricketstats.org.uk is at the bottom.

In this example of a Senior League game, Team A batted first and scored 187 for 8 in their 45 overs. In reply, the game was halted after the first ball of the 33<sup>rd</sup> over with Team B on 110 for 6. The predicted final score is 161 all out, which would be the score input for the purposes of the league tables. The points allocation for the game would be 20 points to Team A and 8 points to Team B

- 4) To use the calculator you need to input the following information :
  - **TEAM A SCORED** = number of runs scored by side batting first
  - **FOR** = number of wickets lost by side batting first
  - **TEAM B SCORED** = number of runs scored by side batting second
  - **FOR** = number of wickets lost by side batting second
  - **OVERS FACED** = actual number of overs faced by side batting second (part overs are input as .1 for one ball, .2 for two balls, etc.) before the game was abandoned.
  - **MAXIMUM** = the number of overs available to each side at the start of the game – for example 45 for a Senior League game which started on time. For clarification, if a team is bowled out in the first innings the number in this box is NOT the overs they actually faced but the overs that they had available at the start of the innings.
- 5) Finally, before selecting **CALCULATE** you need to select the type of game played (for T20 matches use the CUP option) to ensure correct bonus points for league games.
- 6) If you are in any doubt about using the Rain Calculator for a specific match please forward the relevant scores, wickets and number of overs to the relevant Match Secretary.

## NoSCA Playing Conditions - Appendix 3: Super Overs

A **Super Over** is a means of deciding the winner of a Cup or T20 match when the scores are tied at the end of the scheduled overs. The following conditions will apply.

- 1) There will be just three batsmen and one bowler for each team (although there will be eleven fielders).
- 2) The umpires will select which end to bowl and both teams will bowl from the same end.
- 3) Each team will use the same (or nearest equivalent) ball as used at the end of their bowling innings in normal play.
- 4) Fielding restrictions (if any) are the same as last over of match in normal play.
- 5) The team batting second in normal play bats first in the Super Over.
- 6) The loss of two wickets ends the Super Over innings for a team.
- 7) The team scoring most runs in the Super Over is the winner.
- 8) If the Super Over scores are tied, the team with the most sixes in the regular match and Super Over is the winner.
- 9) If this number is the same, the team with most boundaries in the regular match and Super Over is the winner
- 10) If this number is the same, then the winner will be the team with the highest score at the end of the penultimate over of the regular match, and if the same counting back until a winner is found (*i.e. for a normal T20 match where the Super Over is tied, the winner is the team with the highest total at the end of the 19<sup>th</sup> over, and if tied at the end of the 18<sup>th</sup> over, and if tied at the end of the 17<sup>th</sup> over . . . .*)

## NoSCA Playing Conditions - Appendix 4: Bowl Outs

In the very unlikely event that a winner of a three team T20 group cannot be found by the conditions outlined in Clause 56 of the Playing Conditions, the three teams will take part in a bowl out to be conducted as follows.

- 1) Each team Captain will advise the umpires and his fellow captains of the 5 bowlers to take part in the bowl out.
- 2) Bowlers will bowl from one end (to be decided by the umpires or captains) to a set of three stumps with bails.
- 3) Any delivery which is deemed by an umpire to be unfair under the MCC Laws of Cricket will be called 'no ball' and thus cannot count as a successful 'hit', but will count as the attempt by the bowler.
- 4) Each team may use their own player to keep wicket and collect the ball, but they must stand at least 2m back from the stumps.
- 5) There must be an umpire at the bowler's end and, if available, an umpire should also stand at the striker's end to help reset the wicket after a successful 'hit'.
- 6) Players from each team will bowl alternately, the starting team to be decided by the toss of a coin.
- 7) The teams will take it in turns until all five players from each team have bowled (unless there is a winner sooner).
- 8) The winners will be the team which hits the stumps most times in their five attempts.
- 9) In the event of a tie after five deliveries, the tied teams will continue in turn until there is a winner under 'sudden death'.
- 10) In the event of a T20 day being washed-out, the team captains and umpires have the option of agreeing to a bowl-out to determine a winner, should the ground conditions be deemed safe to do so.

## NoSCA Playing Conditions - Appendix 5: Limited Participation List

The following players are Limited in their participation in all Reserve Competition matches as per Clauses 25 – 27 of the Reserve League playing conditions.

1. Any player who played 2 or more games in the following leagues in 2018

- CSL Eastern Premiership
- East of Scotland CA - Championship
- Western District CU - Premier & First Divisions
- SPCU - North East Championship
- Aberdeenshire Cricket Association - Grade 1

2. The following Players, by dint of their performances in the NoSCA Senior League in 2018.

Arnav	Mehta	Buckie	264	
John	Corsie	Buckie	246	
Barry	Newlands	Buckie	163	19
Milind	Mehta	Buckie	153	
Euan	Fairgrieve	Elgin	191	
Pal	Dharmi	Forres St Lawrence	921	
Dave	Durrance	Forres St Lawrence	220	
Adam	Ferguson	Forres St Lawrence		20
Nigel	Gerrard	Forres St Lawrence	191	
Gus	Farr	Forres St Lawrence	187	
Ash	Anjum	Fort William	236	
Jonathan	Crabtree	Highland		15
Euan	Smith	Highland	443	

Reejo	John Paul	Highland	252	
Irtak	Hussein	Highland	213	17
Sunny	Uilah	Highland	195	
Kacy	Clement	Highland	165	24
Dave	Wolton	Nairn County	331	
Alex	Green	Nairn County	151	
Dave	Dugdale	Northern Counties	500	
Richard	Smith	Northern Counties	203	
Shaun	Thomas	Northern Counties		16
Graeme	Carney	Ross County	573	
Duncan	Scott	Ross County	371	
Adnan	Shah	Ross County	261	
Chris	Blake	Ross County	199	